First encounters: 3 years old
I made 18!
Agency and power
Delight and intellectual travel
Gestural subitising
Fingers and numbers

- Subordinated practice
- Oral, visual, haptic feedback
- Quick shift from ordinality to cardinality
Pinching into adding
Gestural expressiveness

• Reflection on *action*
• Making cardinality accessible
• Again: Delight and Intellectual travel
Grade 2: Exploring isosceles triangles
Arguments using symmetry
Purposeful use of digital technology in mathematics teaching/learning

• Non-evaluative feedback
• Multimodality
• Mathematical expressiveness
• Redistribution of memory and processing
Some final thoughts

• There are lots of bad digital technologies
• Good digital technologies help teachers learn about the way their students are thinking
• Digital technology must be part of assessment
• Concepts are inseparable from technologies
• What if the technology led the curriculum?
Making 100

Interviewer
Yeah, so you're at five now